BOMBER ATTACK

BOMBER ATTACK IS AVALON HILL'S TRADEMARK NAME FOR ITS
MICROCOMPUTER ARCADE GAME OF GROUND TO AIR WARFARE.

microcomputer games®

A Division of The AVALON HILL Game Co.

INSTRUCTIONS

FOR:
Atari 400/800®, 16K
PET® CBM (40 column) and 2001, 8K
Apple II®, 16K
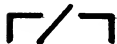
OBJECT OF THE GAME

The object of the game is to pilot your bomber and drop bombs on enemy targets. Your computer will prompt you with instructions to begin the game. Each target you fully or partially destroy adds points to your score. However, if you damage a hospital your score will be set to zero. The game ends if your bomber is hit three times by anti-aircraft guns or fighters. You start the game with 25 bombs. If, after you have dropped all of your bombs and your score is 100 or more you will be given 25 more bombs. If your bomber was hit twice one of the hits will be repaired. You will again be given 25 more bombs if your score goes to 300 or more and again if it goes to 500 or more and so on. You must drop all of your bombs before your fuel runs out.

SCORING

TARGET	POINTS	DESCRIPTION
↟ ↟ ↟	0	Trees
——←	1, 2, or 3	Fighter and Runway
⌐/⌐	2, 4, or 6	Anti-Aircraft gun
▮▮▮	3, 6, or 9	Supply dump
▮▬▬	4, 8, or 12	Factory
▮▬▮▮	Sets score to zero	Hospital

Cassette Loading and Game Control Instructions

ATARI 400/800®

BOMBER ATTACK is a two part load.

Lift the cartridge door on your ATARI 400/800 and insert the COMPUTING LANGUAGE BASIC cartridge into the computer. Use the left slot on your Atari 800.

Press the POWER switch on the side of the console ON. With SIDE ONE of the cassette up, put it into the ATARI CASSETTE RECORDER and press 'REWIND' until the tape stops moving.

To assure a successful load we suggest you advance the clear portion of tape (leader) until the brown magnetic portion is just visible to the left of your cassette head.

Using the keyboard type:

CLOAD

Then, press the 'RETURN' key on the keyboard. You will hear one beep. Push 'PLAY' on the recorder and press 'RETURN' again. Part one of program will begin to load. After the first part has been loaded type:

RUN

and press the 'RETURN' key.

The computer will prompt you to load the second part of the game program. Press PLAY on your cassette recorder then hit the RETURN key. The game will begin automatically.

GAME CONTROL

To play BOMBER ATTACK on your ATARI 400 or 800 use an Atari joystick plugged into joystick port number one. Mechanics of the joystick are shown below.

Press to
DROP BOMB ———————▶ DIVE

CLIMB
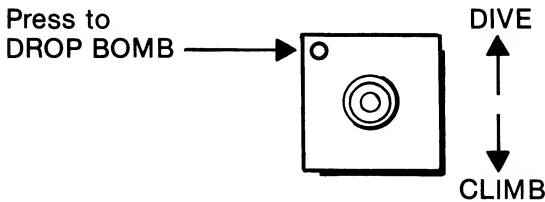
PET® CBM (40 column series) and 2001

Turn your tape cassette over so SIDE TWO is up. Insert the tape into your recorder and rewind to the beginning. When ready type:

LOAD

and press the 'RETURN' key on the keyboard, then the 'PLAY' button on the recorder. The tape will begin to move and the program will be loaded. The computer will tell you when it finds the program and after the load is completed the word 'READY' will appear on your screen. Type:

RUN

and press 'RETURN' to play the game.

Controls:

The ' + ' key will cause the bomber to climb.
The ' = ' key will cause the bomber to descend.
Press the '0' (zero) key to drop bombs.

Apple II®

The APPLE program is located on side two after the PET program. You must first advance the tape cassette past the PET program before the Apple program can be loaded. By listening to the tape you can tell the difference between the programs. The Apple program is easily recognized by the relatively high pitch and "pure" quality of the calibration tone at the beginning of the program. This tone is free of the characteristic "buzz" of the PET program.

Find the beginning of the Apple program and position the tape to just after the start of the calibration tone. Set up the recorder for input. Using the keyboard type:

CALL-151 and press the RETURN key

The Apple responds with '*'
Type:
AØØ.1EØØR N AØØG

Press 'PLAY' on your recorder and press the 'RETURN' key on your Apple. The program will load in approximately 30 seconds. When loaded the Apple will beep and the game will begin automatically.

Press 'Y' if you want instructions or 'N' if you do not

The Apple program gives you the option of using the keyboard, or a paddle or joystick device plugged into port number 0. Using the joystick or paddle press the button to drop bombs, turn left to descend, hold in the center to maintain altitude, turn right to climb. If you are using the keyboard; keys 8, 9, and 0 will climb, descend, and drop bombs respectively.

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. . . Special thanks to Bruce Innes for creative copy